



2010 ST. PAUL MUNICIPAL ATHLETIC'S YOUTH BASEBALL RULES

- No metal spikes (exception: 13-15, and 16-18 age groups)
- Helmets with ear flaps are **mandatory** for all batters, on-deck batters, base runners, and players in the coach's box.
- Required catcher's equipment: mask with throat protector and helmet, body protector, and shin guards.
- Each team will supply a new ball for each game.
- Home team is listed second on schedule.
- **Age Determining Date: May 1, 2010**

HIGH SCHOOL RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS:

12 & Under

1. Time Limit: One hour and forty-five minutes. No new inning may start after 1:45.
2. Start games on time. This is necessary because of doubleheaders.
3. Games are 6 innings - legal game is 4 innings.
4. 10 run rule after 3 ½ innings if the home team is ahead, or after 4 innings if the visiting team is ahead (losing team must bat 4 times).
5. Pitch distance: 52 ft. Base distance: 75 ft.
6. Pitcher may not pitch in more than 3 innings per game (1 pitch constitutes an inning).
7. Teams may start and finish with eight players (ninth spot is an out). If you drop to less than eight the game is a forfeit. If you are batting all your players and someone leaves or is injured, their spot is an out.
8. Teams may use free substitution on defense and bat all players **OR** use the H. S. substitution rule. Coaches **MUST** declare **BEFORE** the game starts. Please refer to SPPR policy related to minimum playing requirements.
9. No leading off or stealing until the ball crosses home plate.
10. Host site is responsible for field preparation, and bases.
11. There are no bat restrictions at the 12U level.
12. Batter is automatically out on a dropped third strike.
13. Run Limit: 7 runs per inning (exception: Unlimited for the last inning)

13-15 Yrs of Age & 16-18 Yrs of Age

1. Time limit: one hour and fifty minutes. No new inning may start after 1:50.
2. Start games on time. This is necessary because of doubleheaders.
3. Games are 7 innings. Legal game is 5 innings.
4. 10 Run Rule after 4 ½ innings if the home team is ahead, or after 5 innings if the visiting team is ahead (losing team must bat 5 times).
5. Pitching distance; 60 ft. 6 inches. Base distance; 90 ft.
6. Pitcher may not throw more than a total of 10 innings in 3 calendar days.
7. Host site is responsible for having bases out and field lined.
8. All divisions may use free substitution on defense and bat all players **OR** use H.S. substitution rule. You **MUST** declare **BEFORE** the game starts. Please refer to SPPR policy related to minimum playing requirements.
9. Teams may start and finish with eight players (ninth spot is an out). If a team drops to less than eight players the game is a forfeit. If a team is batting all players and someone leaves or is injured, their respective spot is an out.
10. Bat Guidelines: Ages 13-15: "-5" (barrel 2 5/8) or less is allowed; Ages 16-18: "-3" (barrel 2 5/8) or less is allowed.